
Title: The Song of Life and the Dance of Death

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I. Introduction

For every 20
warrior/mages, you
will find 1 bard,
perhaps less than
that. An unpopular
profession, indeed,
for it takes much

dedication in return
for much grief. As of
now, a bard cannot
truly affect a
companion directly,
only beasts, NPCs
and monsters. And a
bard is oft loathed,

indeed, oft hunted by
fellow characters.
Why? There are
several fallacies: 1.
That a bard playing
music will increase
the skills of those
around him. This may

be true, but only if
the other person is
standing close and
facing the bard. Even
then, a neophyte bard
cannot affect the
skills of others much.
2. That music

somehow
mysteriously makes
monsters more
powerful. Completely
false. 3. That bards
are quite simply
annoying. Here, I
may have to agree!!!

Practice thine songs
as you travel from
place to place... this is

fine! But think of
yourself standing in a
bank, strumming a
lute out of tune.
This... can be very

irritating. If you
must practice, find a
tavern or music
conservatory! Oft not
travelled, and no one
can argue music being
played there! Be
courteous with thine

fellow adventurer's
ears.

Play often,
everywhere you go,
but do not torment any
one person for too long.

II. Your Stats

As you grow in power,

you will find your
dexterity and
intelligence soar!
Eventually, these
statistics will lower
your strength. I
recommend
supplementing your

bardic art with
a skill or two which
raises strength.
Carpentry/
lumberjacking,
perhaps mining. You
shall not need, say,
fishing, because your

dexterity will be
super-high as it is.
You shall be a natural
for magery, consider
that art well. Swords
and melee weapons are
possible for a bard,
but keep your

strength high! It will
be a constant battle.

III. Your 1st Lute

Whatever instruments
you had in your pack
when you first
appeared, these are

your most valuable!

Why? There is a
special quality to
them. When you die,
that instrument(s)
will stay with you,
not lay on your corpse.
Any new instrument
you may buy will

NOT have this
quality. Guard that
lute well! Keep
whatever other
instrument you began
with in the bank-box!
It is very convenient
to resurrect, and

hurry back to your
corpse, able to
peacemake the entire
way!

IV. Other Instruments
These may be bought
from a tinker shop:
Lute, Drum, Lap Harp,

Tamborine. In
addition, you may find
a fancy tamborine
with a red ribbon.
Also, there is the
extremely rare
Standing Harp, which
has the most beautiful

tonal quality of all.

V. Musicianship
This is your single
most important skill.
Whether you attempt
to peacemake, entice or
provoke, before you
may succeed or fail at

any of those, you
must first
successfully play.
Musicianship is
checked automatically
every time you use a
bardic skill. Indeed,
you may succeed at

playing, but fail at

peacemaking. No
other profession must
have a skill checked
for failure twice!

VI. Peacemaking
This is the skill that
should bring you to

Grandmaster status.
Practice it often.
This skill will save
thine friend's lives,
and your's too! I have
rumaged a ratman
camp, not wanting to
be bothered with